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Printed in Japan

JALECO

RIVAL TURF!™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Here's what you get if you join:

- **WIN FREE GAMES**
  You'll be eligible to win free Jaleco games from our once-a-month drawings!
- **FIND OUT ABOUT NEW GAMES**
  Find out about new Jaleco games before they're released! Get in on special Jaleco promotions and contests! ***And more!***
- **TEST GAMES BEFORE THEY'RE RELEASED**
  Hey, maybe we'll even ask a few of you if you'd like to test Jaleco games *before they're released*! You could be selected as a **Jaleco *Major Player*!**

Here's what you get if you don't join:

- **YOU GET NUTTIN' IF YOU DON'T JOIN!**
  And there's only one way you can get in on all this good stuff — and all it's going to cost you is a few moments of your time and the price of a postage stamp!

Here's how to join:

- **Find the Jaleco *Major Player's Membership/Warranty* card enclosed in this package.**
- **Fill in the information requested on the card.**
- **Put a stamp on the card.**
- **Drop the card in the mail.**

That's right, all you gotta do is fill out the card, mail it to us, and you're in! **Even if you've joined before, fill out the card and send it again. It will increase your chances of winning!** Welcome to the club!

INTRODUCTION

Downtown at the police station, a telephone rings...

"Hey, Oozie! It's Jack. Listen buddy, I'm in big trouble. We gotta do something fast. Heather's been missing for two whole days and I think Big Al's got her. Yeah, kidnapped. No, she's not at the mall — don't you think I checked there first? I know you're onto Big Al... we gotta find this guy before something happens to Heather. O.K., dude, I'm on my way."

You're probably wondering what's goin' on, so I'll fill you in. Heather's my girlfriend, see, and she's been kidnapped by Big Al and the Street Kings. Yeah, I know it kinda sounds like a 50's rock band, but trust me — these guys are major bad news, dude. They beat up on old ladies, steal lunch money from kids... my little sister can't even ride the bus to school anymore. They're taking over the city, so Oozie and me are doin' everything we can to stop 'em. That's my buddy Oozie Nelson. Oozie's a cop. His real name's Oswald, but all the guys call him "Oozie" for short. Oh yeah, by the way, my name is Jack — Jack Flak.

Anyway, like I was sayin', Oozie and me have been tryin' to run these scum out of town for good. Trouble is, we haven't been able to get to their boss, Big Al. Oozie's been hangin' out on the streets, and he's heard a rumor that Al's got a secret hideout south of the border. His thugs keep it under guard day and night, but that's not gonna stop us — me 'n Oozie are gonna find that slimeball and rescue Heather if it's the last thing we do.

Well, I gotta get down to the police station — Oozie's waiting for me. We're heading over to the Sports Stadium first — that's where a lot of the Street Kings hang out. Oozie thinks we might be able to, uh,

persuade a couple of 'em to help us find Big Al. You wanna go? O.K., kid, c'mon... I got a feeling we're gonna need all the help we can get.

OBJECT OF THE GAME

Are you ready to rid the city of the evil influences of Big Al and his gang of menacing maniacs, the Street Kings? Looking for some body slammin', gut wrenchin' action? If so, you won't be disappointed when you hit the streets of *Rival Turf* — a fast-paced, fist-flying adventure starring two daring defenders and a horde of no-good, down 'n dirty street scum. *Rival Turf* includes six demanding stages, each with two or more separate scenes for a total of 18 action-packed arenas. Fight Big Al's thugs on the streets, in buses, at the stadium, on rooftops, even in the jungle. These guys are everywhere, and they don't let up!

The heros of *Rival Turf* are Jack Flak and his trusty friend, "Oozie" Nelson. Choose your character, then go it alone or play with a partner as you defy the forces of decadence and destruction — a second player can join in at any time. Punch, kick, and slam your opponents before they do the same to you — or worse. Scavenge for goodies like baked chicken and hot dogs to restore your strength. Pick up weapons along the way — knives, wrenches, baseball bats and hand grenades can give you a definite advantage over the competition. Each character has seven different, deadly moves, from body slams and uppercuts to leg sweeps and pile drivers. Take advantage of "Angry Mode" to do some serious damage — you're fighting mad to begin with, but when you *really* get angry nothing's gonna stop you!

Each player begins the game with five lives. When you lose your last life, you can start over or continue the game up to eight times. Fight the Big Boss at the end of each stage to advance to the next location. If you make it to the end of Stage 6, get ready for the ultimate challenge — the showdown with Big Al himself. Tired of fighting the forces of evil? Then take a timeout and grapple with your partner in a no-holds-barred, head-to-head contest where skill and ruthlessness will decide the winner.

Awesome 3-D graphics and brutal sound effects put you right into the action, from the first scene to the final furious confrontation. So roll up your sleeves and get ready for an all-out assault on the Street Kings and their belligerent boss. If you're looking for non-stop action and power-packed excitement, you've come to the right place... *Rival Turf.*

GETTING STARTED

1. Place the *Rival Turf* Game Pak into your Super NES® and turn on the unit.
2. The title screen appears.
3. Press **START** to begin the game.
4. The menu screen appears. Use the Control Pad to select an option, then press any button to begin. *Rival Turf* includes three play modes: 1 Player, 2 Player, and Player versus Player (VS on the menu screen).

OPTIONS

One Player Game

Choose **1 Player** from the menu screen. When the "Select Player" screen appears, use the Control Pad on Controller 1 to choose either Jack Flak or Oozie Nelson. Press any button to begin the game. A second player may join a One Player game at

any time simply by pressing **START** on Controller 2. See the "ON-SCREEN DISPLAYS" section for more information about joining a One Player game.

Two Player Game

Choose **2 Players** from the menu screen. When the "Select Player" screen appears, you will see a red icon for Controller 1 and a blue icon for Controller 2. Each player uses the Control Pad on his or her Controller to select a character. Once you have chosen a character, press any button to confirm your selection (the icon will start to flash). The game begins when both players have pressed a button to confirm their selection.

If both players choose the same character, you will be able to tell them apart by the color of their jackets: red for Controller 1, blue for Controller 2. A second player may join a One Player game at any time simply by pressing **START** on Controller 2. See the "ON-SCREEN DISPLAYS" section for more information about joining a One Player game.

Player Versus Player

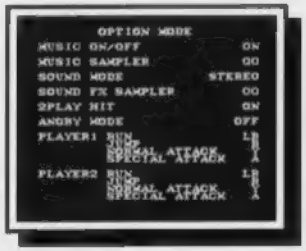
Choose **VS** from the menu screen. When the "Select Player" screen appears, choose your characters as instructed above for a Two Player Game. Confront your opponent in three rounds of head-to-head competition against a dazzling backdrop — Mt. Fuji erupting in all its fiery splendor. The first player to win two rounds is the champion.

Player movement and screen displays are identical to those in a regular game, with one exception: although the character icons for both players display

Angry Mode when they are under heavy attack, it does not affect their performance or protect them from their opponent's blows.

The Config Mode Screen

Choose OPTION on the menu screen to display the Config Mode screen.



Press Up or Down on the Control Pad to select an option, then press Left or Right on the Control Pad (or use the A Button and the B Button) to change the selected option. When you have finished choosing your options, press **START** to return to the menu screen.

Music On/Off — Turns music on or off during the game (the default is ON)

Music Sampler — Plays 10 musical selections from the game. Choose an option from 0 to 9, then press the Y Button to play that musical selection. Press the X Button to turn off the music. NOTE: The Music option above must be ON in order to hear the music.

Sound Mode — Choose stereo or mono sound (the default is STEREO)

Sound FX Sampler — Plays 26 sound effects from the game. Choose a sound effect, then press the Y Button to play that effect. Press the X Button to turn off continuous sound effects.

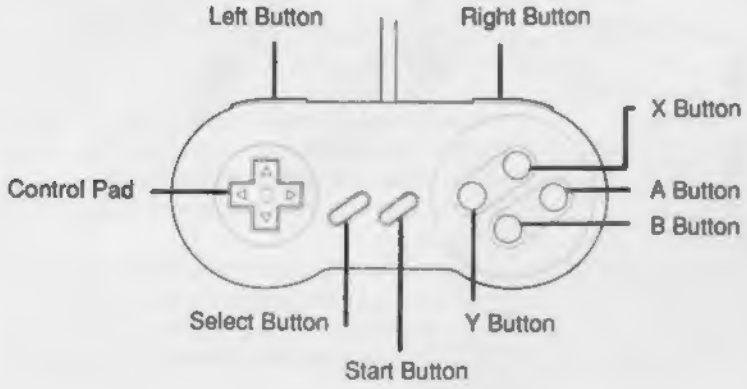
2Play Hit — Turn this option off or on. When this option is on, you can attack or steal from your partner in a Two Player game. The default is ON. Now remember, play nice!

Angry Mode Turn this option off or on. When this option is on, your character will switch to Angry Mode when he has been under heavy attack from the enemy. You are more powerful in Angry Mode and cannot be attacked by an opponent. Turning this option OFF will make the game more challenging. The default is ON.

Player Controls You may change the controls for Run, Jump, Normal Attack and Special Attack. If you choose the same button for two controls you will not be able to exit the Config Mode screen. Controls for both players are chosen with Controller 1. The default controls are:

RUN	LR	**NORMAL ATTACK**	Y
JUMP	B	**SPECIAL ATTACK**	A

CONTROLLER FUNCTIONS



Each character has his own distinct set of moves, described below. To pause the game during play, press **START** on Controller 1:

Jack Flak

Move

WALK LEFT OR RIGHT
Left or Right on the Control Pad

WALK UP OR DOWN
Up or Down on the Control Pad

JUMP B Button

JUMP AND FLIP
Left or Right on Control Pad + B Button

DASH LEFT
Left on Control Pad + L or R Button

DASH RIGHT
Right on Control Pad + L or R Button

Attack

PUNCH Y Button

FLYING KICK
Y Button while jumping and flipping

SLIDING KICK
Y Button while dashing left or right

Close Range Attack

You can only perform certain moves when your character makes body contact with an enemy (which isn't always easy!). To perform each of these moves, you must first grab your enemy by moving in very close.

KNEE KICK Y Button

GRAB AND FLIP
Left or Right on Control Pad + Y Button

BACK DROP Y Button while grabbing from behind

Special Attack (Sweep Hurricane)

Press the A Button to perform the Sweep Hurricane move. You may use this powerful move a limited number of times. Each time you use this move your score is decreased by 5 enemies until you run out of defeated enemies that you've scored.

Oozie Nelson

Move

WALK LEFT OR RIGHT
Left or Right on the Control Pad

WALK UP OR DOWN
Up or Down on the Control Pad

JUMP B Button

DASH LEFT
Left on Control Pad + L or R Button

DASH RIGHT
Right on Control Pad + L or R Button

Attack

PUNCH Y Button

BODY SLAM
Y Button while jumping and moving

AX BOMBER
Y Button while dashing left or right

Close Range Attack

You can only perform certain moves when your character makes body contact with an enemy (which isn't always easy!). To perform each of these moves, you must first grab your enemy by moving in very close.

KICK Y Button

PILE DRIVER
Left or Right on Control Pad + Y Button

GRAB AND FLIP
Y Button while grabbing from behind

Special Attack (Storm Bomber)

Press the A Button to perform the Storm Bomber move. You may use this powerful move a limited number of times. Each time you use this move your score is decreased by 5 enemies until you run out of defeated enemies that you've scored.

ON-SCREEN DISPLAYS

Select Player

The Select Player screen appears after you make your selection on the menu screen. Use your Control Pad to choose either Jack Flak or Oozie Nelson, then press any button to begin the game. In a Two Player game, each player uses the Control Pad on his or her Controller to select a character. The red icon represents Controller 1 and the blue represents Controller 2. The game begins when both players have pressed a button to confirm their selection. If both players choose the same character, you will be able to tell them apart by the color of their jackets: red for Controller 1, blue for Controller 2.

Maps

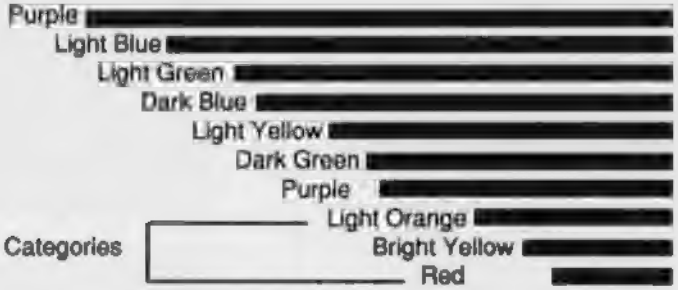
A map appears at the beginning of each stage — the name of your destination will be flashing. Press any button to continue.

Energy Meter

Player One's energy meter appears in the upper left corner of the screen. The name of your character (FLAK or NELSON) is displayed above the meter. You lose energy each time you are hit by one of your enemies. When your energy runs out, you lose a life. In Angry Mode your energy meter becomes a countdown timer — when the timer runs out, you return

to normal mode. In a Two Player game, Player Two's energy meter and other information appear in the upper right corner of the screen.

During active combat with an enemy, that enemy's name, energy meter and character icon appear beneath your own. The color of the enemy's meter indicates how powerful he is. The colors are listed below, from most powerful (Purple) to least powerful (Red). Your energy meter is always red. Most of your enemies fall into the lowest three categories — the higher levels are reserved for the Bosses!



As an enemy loses power, his energy meter changes color. When the meter turns red, it will gradually decrease as your blows find their mark. The enemy is defeated when his red energy meter runs out.

Lives

You begin each game with five lives. The number of lives remaining (in addition to the current life) is displayed above your character icon, next to the energy meter.

Character Icon

The character icon next to your energy meter changes appearance to let you know when you're in Angry Mode — the character looks like he's shouting. Your character switches into Angry Mode when he comes under heavy attack. In Angry Mode you are more powerful and cannot be hurt by your opponents. Angry Mode lasts for a limited amount of time. This time is indicated by the energy meter, which changes to a countdown timer. When the timer runs out, your character returns to normal mode. When you, your partner or one of your enemies is about to lose a life, the icon for that character starts flashing and an "X" appears across it.

Scoring

Each defeated enemy is represented by a small head that appears above your energy meter. Ten enemies are represented by a small "10"; 100 enemies are represented by a star. A high score screen appears at the end of the game. Use your Control Pad to move the cursor, then press the B Button to select a letter. If you make a mistake, press the A Button to erase the last letter. You may enter up to eight characters. When you have finished entering your name, select EX to exit the high score screen.

Continue

After losing your last life, you are given the option of continuing the game up to eight times. To continue the game, simply press **START** before the countdown timer at the end of the game reaches 0. When you continue a game you may keep the same character or choose a different character. To change your character selection, press any direction on the Control Pad before the character reappears (this takes about ten seconds). The icon at the top of the screen shows which character you are choosing.

Joining the Action

During a One Player game you will see the words "PUSH START" flashing in the upper right corner of the screen. This indicates that a second player can join the action simply by pressing **START** on Controller 2. Once a second player presses **START,** a character icon appears on the right side of the screen. To change Player Two's character selection, simply press any direction on the Control Pad before the character appears.

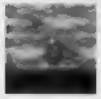
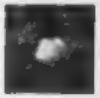
SPECIAL ITEMS

Weapons

Find weapons on the ground, or steal them from the Street Kings. Pick up a weapon by standing next to it and pressing the Y Button.

° **Knife** ° **Wrench** ° **Baseball Bat** ° **Dynamite**

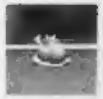
° **Hand Grenade** ° **Rock** ° **Brick**

Knives, wrenches and baseball bats can be used for as long as you can hold onto them. If you're knocked down and drop your weapon, try to pick it up again before it disappears. Dynamite and hand grenades can be used only once — make sure you don't get blown up in the process! Rocks and bricks can be used a limited number of times.

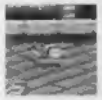
Food

Smash garbage cans and wooden crates to find food to restore your strength. Pick up food by standing next to it and pressing the Y Button.



Baked Chicken
Restores **All**
of your strength

Hot Dog
Restores **1/4**
of your strength



Sushi
Restores **1/2**
of your strength

Soda Pop
Restores **1/8**
of your strength

THE STAGES

Rival Turf includes six complete stages, each of which is divided into a number of separate scenes. Fight your way to the end of each stage, then defeat the big boss to advance to the next stage — if your luck holds out!

Police Station

You begin your mission at the 61st St. Police Station. After pouring over dozens of maps, Jack and Oozie have finally located Big Al's hideout. Getting there won't be easy, though — the Street Kings are waiting outside and they don't waste any time. Fight your way to the bus stop, then catch the express to the City Stadium. Those no-good street scum go along for the ride, so don't expect an uneventful trip. The bus lets you off near the stadium... if you manage to survive. Get ready for more fast moves and hard-hitting action on your way to the stadium entrance.

City Stadium

Hmmm... looks like you're expected. The welcoming committee is ready and waiting, and I don't think they're planning a tea party. Put your best foot forward as you slug it out in front of stands — there's

a full crowd today, and you're the main event! Inside the locker room, everything looks quiet... at first, that is. If I were you, I'd just keep moving — these guys are really starting to getting mad. Take the nearest exit and head for the parking garage — it's the quickest way out of here. By the way, watch out for passing cars. This IS a parking garage, remember?

Skyscraper

Boy, you've really ended up in a nasty part of town. I don't think the landlord in this neighborhood has heard of urban renewal — or screening his tenants. These thugs hit first and ask questions later. When you reach the main building, take the service elevator to the roof. But wait... this is no ordinary roof — it's also the landing pad for Big Al's helicopter! Looks like you're on the right track at last. Needless to say, the guards aren't too pleased to see you... especially the big guy in the mask. Stay on top of the situation and you may find yourself on the next flight out of there.

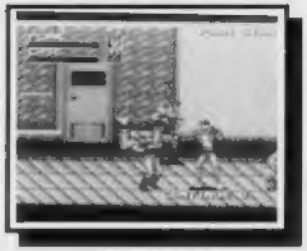
Southern Mountain

The helicopter takes you south of the border, far away from the dangerous city streets. Hey, who's flying this thing, anyway? Before you get a chance to find out, the chopper crashes into a jungle clearing. You hop out and walk away unscathed — right into the middle of an enemy search party. So what did you expect? The next stop is a deserted village. Well, maybe deserted isn't *exactly* the right word... yep, you've stumbled

across another one of Big Al's outposts. There's a boat waiting down at the river, if you make it that far. Unfortunately, the Captain doesn't look too friendly. Maybe you should try to get the chopper fixed.

Southern Port

After decimating the Captain and his crew, you commandeer their boat and navigate your way to the Southern Port. Good thing you brought those maps with you. The boat docks at a rundown pier, next to a seedy-looking warehouse. This must be the place — Big Al's Discount Arsenal and Smuggling Emporium. Slug it out with Al's aggressive underlings on the dock and in the warehouse, then smash your way through the office and back onto the pier. Uh oh... it's Big Al's first lieutenant and warehouse manager — the Ice Man. Someone should tell that dude to chill out.



The Hideout

At last — the Hideout! The heart of the Street Kings' corrupt empire. This place is unbelievable... banks of computers, heavy machinery, even a couple of particle reactors — and there's no telling what's behind all those locked doors. You've gotta put this guy out of commission before he causes some serious trouble! Oh yeah, and don't forget about Heather — she's around here somewhere, too. As you might guess, the place is swarming with Big Al's bodyguards. Their orders are to stop you in your tracks, and they intend to do just that. Pull out all the stops to crush his finest forces, led by three of Al's bosses. Big Al himself is waiting to challenge you in a final rooftop confrontation. You've made it this far — give it everything you've got in this awesome fight to the finish!

THE STREET KINGS

Bullet An all-around hoodlum and muscle man. Don't worry about the name, though... his fists are his only weapon.

Case A safety-conscious biker, this motorcycle maniac always wears his helmet. He takes up where Bullet leaves off.

Reggie A tall rap dude with an attitude. Not much of a fighter, but he delivers a mean kick when he gets the chance.

Skinny You'll know this guy when you see him — tall, skinny and bald, with a nasty temper and a power kick to match.

Butch Short, fat, bald, nearsighted... O.K., so this slob's meaner than he looks — and he uses his weight to his advantage.

Louie When Louie played football his nickname was "Slugger." He may look out of shape, but he's still got a mean uppercut.

Kato Kato has turned to a life of crime... and his judo throws are as lethal as ever.

Goro A black belt in the deadly martial arts. Get too close, and his karate kicks will find their mark and send you flying.

Warrior Don't let the costume fool you — he may look like an extra in a Kabuki Shakespeare production, but this guy's tough.

Dingo Another fierce ninja warrior masquerading as Henry VIII. This one's a little faster and a lot more brutal than his pal.

Arnold He likes to think he's the star of the show... and he wants to write you out of the script.

Gigante This dude used to be a professional wrestler, and he hasn't met his match yet.

The Bosses

Genie This sabre-slashing adversary materializes at the end of Stage One. Don't expect him to grant you any wishes, though... he left his lamp at home. Look for him to make an encore appearance before the game is through.

Sledge The breakdancin' dude on Stage Two is jammin' to the tunes on his boom box ... but that won't keep you from getting hammered. When he signals for help, it means reinforcements are on the way — in a '63 Cadillac.

Slasher Watch out for this masked madman at the end of Stage Three. For Slasher, every day is Halloween — and he's not handing out treats. As you stop to admire the view from the roof, he swoops down and smashes into his prey... you.

Captain Before you borrow the boat at the end of Stage Four, you'll have to convince the owner — that infamous pirate and outlaw of the high seas, Captain Crook. He's big... he's ugly... and he's headed your way. Maybe you should swim.

Ice Man The Ice Man cometh at the end of Stage Five (sorry, folks — I couldn't resist that one). You may find it hard to keep your footing as he spins and whirls — just keep moving and try to catch him off guard. Funny, I don't see any ice...

Big Al What can I say? He's Big Al, and he's like nothing else you've seen before. I guarantee it'll be an earth-shattering experience — if you live to tell about it. You're gonna need a little luck and a lot of skill to make it through this one!

GAME TIPS —
THE JALECO *MAJOR PLAYER'S HOTLINE*

If there's something you don't understand about your new Jaleco game, or if you're having problems with your cartridge, or if you're just plain stuck, you're welcome to call the Jaleco *Major Player's Hotline* between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

708-480-7733

Note: Normal telephone charges apply when you call the hotline number. It is not a toll-free call. Kids: get your parent's or guardian's permission to call before dialing the Jaleco *Major Player's Hotline*!

TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your Super NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the Super NES Control Deck.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the SUPER NES with respect to the receiver
—Move the SUPER NES away from the receiver
—Plug the SUPER NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U. S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.